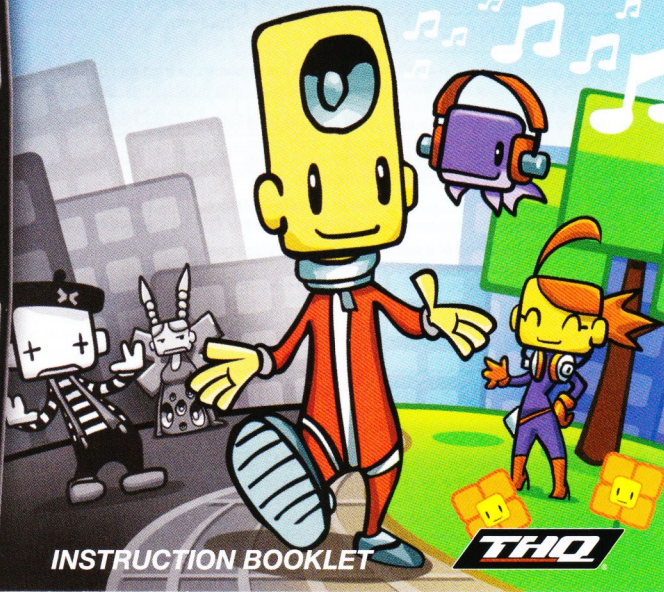


NINTENDO DS™

START A RHYTHM REVOLUTION!

BEAT CITY™



INSTRUCTION BOOKLET

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**



Licensed by



© 2010 THQ Inc. Developed by Universomo. Universomo and the Universomo logo are trademarks and/or registered of THQ Wireless Inc. THQ, Beat City and their respective logos are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.

NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2009 NINTENDO.

BEAT CITY™

TABLE OF CONTENTS

| | |
|------------------------|----|
| Getting Started..... | 2 |
| Introduction | 2 |
| Controls | 3 |
| Characters | 4 |
| Main Menu..... | 6 |
| Game Modes..... | 6 |
| Limited Warranty | 14 |



⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

GETTING STARTED

1. Press the Power Button to turn the power OFF on your Nintendo DS™ system. Never insert or remove a Game Card when the power is On.
2. Insert the Game Card of Beat City into the Game Card slot of your Nintendo DS™ system. To lock the Game Card in place, press firmly until the Game Card is locked.
3. Press the Power Button to turn the power ON. The logo screens should appear (if you don't see them, begin again at step 1).

INTRODUCTION

Once upon a time Beat City was a prosperous place with a vibrant mood, happy and friendly residents and a uniquely creative atmosphere. Since then it has been taken over by the evil Cacophony Corporation, controlled by failed opera singer Dame Isolde Minor. She is draining the spirit of the people and turning them into mindless drones for the Cacophony factories.

Beat City residents have yet to find out that a hero is on the way! A Groovy Whale armed with the power of the beat has descended upon Beat City from a far-away planet in order to find a worthy citizen who can harness the power of the beat. After days of exploring Beat City, Groovy Whale comes across a citizen who contains a uniquely strong sense of beat and rhythm, which has been suppressed by the evil Cacophony.

By imbedding a speaker in the head of this once vibrant citizen, Groovy Whale has revived the beat within the chosen hero known as Synchronizer. Use the power of the beat to prove that rhythm is life and see Beat City revitalized in front of your eyes!



CONTROLS

Beat City is played entirely using the Touch Screen.

Perform actions in correct rhythm by tapping, swiping and pressing and holding on the Touch Screen. The rhythm is indicated by audio/visual cues, depending on the scene.



BEAT MOVE 1

Tap the Touch Screen!



BEAT MOVE 2

Swipe the Touch Screen!

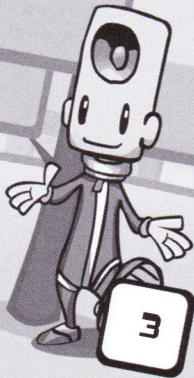


BEAT MOVE 3

Press and hold on the Touch Screen!

START

The game can be paused at any moment during gameplay by pressing START which takes the player to the Pause menu.



CHARACTERS



SYNCHRONIZER

A seemingly average citizen of Beat City who is transformed to Synchronizer by Groovy Whale. He is the embodiment of Beat, taking it everywhere he goes in order to bring life and rhythm back to Beat City.

GROOVY WHALE
The Groovy Whale gifts the power of the beat to Synchronizer, which channels the suppressed will to live of the residents of Beat City to create the spirit of the Beat Revolution.



BEATRICE

A young spirited resident of Beat City, Beatrice has worked on her own to fight against the evil Cacophony. Team up with Beatrice to bring life back to Beat City and possibly find love along the way!



DAME ISOLDE MINOR

A failed opera singer and current CEO of Cacophony, Dame Isolde Minor is taking her disappointment out on the world by sucking all the rhythm, vibrancy and creativity from the lives of the people.

DISCORD TROOPS

The security forces of Cacophony, making sure that the residents of the Beat City stay in line, do their work, and do not engage in anything not approved by Dame Isolde Minor.



MIME SQUADS

Cacophony's ultimate weapon against sound and voice, the Mime Squads also carry an aura that actually muffles any sound around them. The only sound that works against the Mime Squads is that of Synchronizer.

MAIN MENU

PLAY

Choose from the following game play modes: Beat Revolution, Mini Games, and Tutorial.

OPTIONS

Choose whether to play left or right handed, turn tutorials On and Off or Reset your Game.

GAME INFO

Reference instructions for Beat City Controls, learn more about the Beat Revolution and how to play. View game credits.

BEAT ALBUM

Don't miss out on enjoying the parts of Beat City that you have brought back to life! Learn more about Beat City and its inhabitants by progressing through Beat Revolution to collect items from around Beat City. Unlock Characters and items by completing a Mini Game with 80% or better.

GAME MODES

BEAT REVOLUTION

Guide Synchronizer through the streets of Beat City and break the hold of Cacophony by successfully completing the rhythm-based scenes.



Revitalize Beat City by working your way through the Calendar and make it one step closer to helping Groovy Whale return back to his final destination! Each day consists of one or more scenes. Successfully complete the scene to restore the area and move on. You can replay previous scenes to improve your score. During the adventure, you'll encounter similar scenes several times. The scenes become more challenging each time you meet them.

At the end of the day your progress and performance are measured during the night sequence.

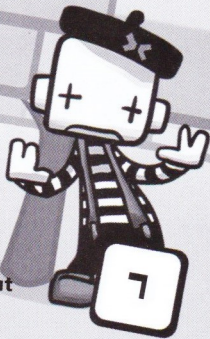
MINI GAMES

Here you can play all of the levels from Beat Revolution freely. Master your skills by choosing your difficulty and trying to top your best rating. Most of the mini games will be unlocked right from the beginning, so enjoy!



TOUCH OF MAGIC

A sense of wonder has been in short supply in Beat City since Cacophony Corporation took over and nothing makes it as evident as lethargic, uninterested children. To bring the wide-eyed amazement and laughter back to the streets, Synchronizer puts on a magic show. Wearing a cape and holding a magic wand, use the beat to see what you can pull out of the magic hat.





LOWERS' POEM

Some residents of Beat City are unhappy with the public displays of affection happening around town. Luckily, Synchronizer has some friends in high places to make sure that these couples get their chance at love. Help these two stay in sync with each other after calling in some back up to keep the beat going.



HEART BEAT

The most essential pulse of any human's life is the beat of his or her heart. In this mini game the player must make the heart beat in a rhythm given by an ECG graph. At the beginning of the mini game the rhythm imitates that of a real heart beat, but as the mini game progresses, the rhythm becomes more and more groovy.



INNER BEAT

One of the ways to fight Cacophony is to keep it from getting a hold of your inner self. The Groovy Whale helps the people of Beat City to do this by guiding them to meditate and bring the good Beat back into their soul. The flowers, shooting stars, and the friendly frog all help the Groovy Whale bring oneness back.



TOILET BREAK

There is only one toilet in the big office and only one short toilet break every hour, so the line to the rest room is long and the employees are stressed out. Match the tapping of the feet of Synchronizer to move the "process" in the toilet along and swipe the stylus across the screen to ensure there is enough toilet paper to help move the queue along. A relaxed worker is a more productive worker.





RUSH HOUR

The roads of Beat City are congested with traffic, the angry drivers honking their horns and generally failing to move with the flow. With the help of Mr. Cool Trunk, tap in rhythm to repaint the mindless drone mobiles to get the traffic moving smoothly by showing that even drivers can all get along.



FUNKY MANNEQUINS

The shops of Beat City have become bland and predictable. Through the power of music bring some color and character to the grey shops in the City. Synchronizer brings the groove and rhythm to the mannequins in the windows of the fashion stores. The player controls the last mannequin in a row of three and needs to complete the sequence started out by the first two mannequins.



WIRE DANCING

Cacophony Corporation is controlling even the phone calls of the people! They have installed filters that mute and remove any joy from sounds passing through the lines, as well as electric shocks, emitting depressing energy that causes all the phones in the city to ooze a dark mood. To remove this unwelcome influence Beatrice leaps into action armed with her trusted duck-headed hammer. She climbs up to the wires and starts running along them, dodging electric shocks and smashing bad filters.





FUNK FACTORY

This abandoned Cacophony factory building was once the center of the Beat City industrial district. The factory is no longer efficient due to lack of maintenance by the Cacophony Corporation. Bring the funk back to this factory by getting it up and running again, and control the last chimney on this factory to bring the rhythm back to the industrial district.



DISCORD BEATDOWN

The power of Cacophony Corporation is slowly fading and some of the people of Beat City have set up a disco. Discord Troops close in to shut the place down, but Synchronizer and Beatrice step in to protect the people. Standing in front of the entrances to the party locations, both high and low, they face the Troops approaching from the roof and ground levels. Beatrice, armed with her duck-headed hammer, and Synchronizer, utilizing the power of his head-embedded loudspeaker, try to stop the Discord Troops entering the building.



CROW CHOIR

The birds of Beat City have lost their ability to sing and turned into dark, brooding crows. Teach them to sing again to bring the merry chirping back into the city! In this mini game the player does not control Synchronizer, but a choir of crows that repeat the pattern given by Synchronizer. When the birds learn to sing, they gradually turn into happy flamingoes.



COOL TRUNK OF JOY

The children have no reason to smile anymore. So Synchronizer calls upon his friend Mr. Cool Trunk to help deliver ice cream to the neighborhood kids. While riding on top of the Elephant, tap in rhythm to the beat to help stack the scoops on the kids cones.



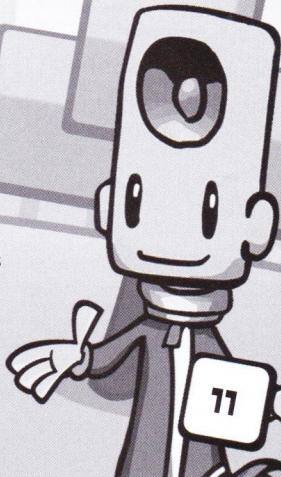
ZOO BLUES

The animals of Beat City Zoo have been subjected to cruel conditions by Cacophony Corporation's tyrannous regime. They have been fed bland and boring food which has turned the animals depressed and gray. Synchronizer takes control of the dire situation and brings color and fun back to the zoo.



STARING CONTEST

The Mime Squad Leader has seen what has been going on around that city and has flown in and challenged Synchronizer to a fierce staring contest. Synchronizer must strike/hold with a vicious stare, when his opponent shows signs of nervousness and blocks any of the mime's attempts to end the staring contest.





SUSHI SWIPE

Cacophony Corporation has turned all the restaurants in the city into communistic-esque conveyor belt eateries that serve unidentifiable grey slop that tastes like cold oatmeal sucked through a wet woolen sock. It's time to turn this depressing trend around and the eateries into cheerful sushi places. Armed with a poking stick, Synchronizer stands beside the conveyor belt and swipes away all the servings that still follow Cacophony Corporation's standards, letting through healthy sushi dishes.



HIT HAIRCUTS

Funky hair has been stricken from the city. Synchronizer takes over a barber shop to brighten up the life in Beat City with some amazing hairdos. With a tap, swipe or hold, help Synchronizer rejuvenate the citizens with a fresh look.



SILLY SAUNA

The Sauna is no longer a place for friends to relax and unwind from a long day. Even when the residents need it most, the Sauna fails to provide an adequate amount of steam. Revitalize this Sauna by fanning coals and making sure that steam is being released. That should help everyone get in a better mood and enjoy the Sauna again!



FALLING ACORNS

Jamming Pines are a special species of trees, native to the industrial area of Beat City. They have been lying dormant ever since the arrival of Cacophony Corporation, waiting for the moment they can rise again. Synchronizer and Beatrice work together to help encourage the trees to grow and show that life can be fun again.



BEE'S SNEEZE

With the majority of plant life being wiped out by the Cacophony's lack of respect for the environment, the insect population has been deprived of nearly all pollen which their livelihood depends on. Start the process of making Beat City green again by borrowing some pollen from this friendly flower and spreading it across the city.

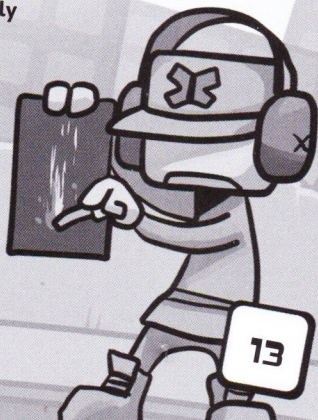


FINAL SHOWDOWN

It's the final confrontation between Dame Isolde Minor and Synchronizer with his trusty companion, the Groovy Whale. The showdown takes place in front of the city hall...

TUTORIAL

Get basic instructions on how to properly Tap, Swipe and Hold to the rhythm in Beat City within the Play menu. Each Mini Game begins with a unique tutorial which will help guide you through the Mini Game successfully. Pay attention to the audio and visual clues on screen to complete the Tutorial and progress to the Mini Game. The Tutorial can be bypassed at anytime by pressing START.



WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 36356. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by



Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

DEMOLISH OR BE DEMOLISHED!

Crash, bash, avoid obstacles,
drive backwards and forwards
to ultimately be the
last boat standing!



AVAILABLE NOW!

THQ

PLAYTHQ.COM

Wii

NINTENDODS

EVERYONE

TM

E

Comic Mischief
Mild Cartoon Violence

ESRB CONTENT RATING

www.esrb.org

Game and Software © 2010 THQ Inc. © 2010 Viacom International Inc. All Rights Reserved.
Nickelodeon, SpongeBob SquarePants and all related titles, logos, and characters are trademarks
of Viacom International Inc. Created by Stephen Hillenburg. Exclusively published by THQ Inc.
THQ, PlayTHQ, and their respective logos are trademarks and/or registered trademarks of THQ
Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective
owners. Wii and Nintendo DS are trademarks of Nintendo. © 2006 Nintendo.

THQ Inc. 29903 Agoura Road, Agoura Hills, CA 91301 PRINTED IN USA - 124193